

$(79) \leftarrow E = \begin{matrix} g & f & e & d & c & b & a \\ 1 & 1 & 1 & 1 & 0 & 0 & 1 \end{matrix}$
 $(68) \leftarrow L = \begin{matrix} 0 & 1 & 1 & 1 & 0 & 0 & 0 \end{matrix}$
 $(77) \leftarrow A = \begin{matrix} 1 & 1 & 1 & 0 & 1 & 1 & 1 \end{matrix}$

Q1. A 2-bit number X is represented by 2 switches connected to port PC0 and PC1 of the PPI.

Another 2-bit number Y is represented by 2 switches connected to port PC6 and PC7.

A common cathode 7-segment display is connected to port B of the PPI.

Write an optimum program to:

display E when $X = Y$

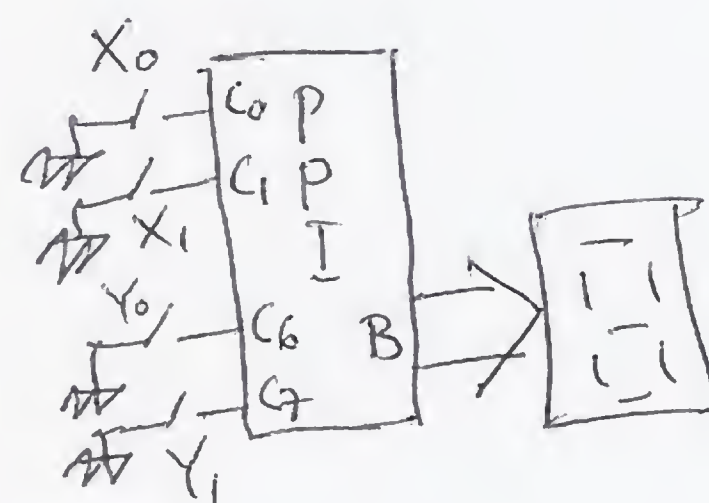
display L when $X < Y$

display A when $X > Y$

$\begin{matrix} a \\ f | _ | b \\ e | _ | c \\ d \end{matrix}$

Common Cathode \rightarrow "1" turns on

MOV DX, 0FFE6 ; control reg. address
 MOV AL, 89 ; PC as i/p PPI o/p
 OUT DX, AL ; initialize PPI



BACK : MOV DX, 0FFE4 ; Port C address

IN AL, DX ; Read switches

MOV AH, AL ; save a copy

AND AL, 03 ; clear C2 to C7 bits \rightarrow 000000XX₀
AL

MOV CL, 6

SHR AH, CL ; now AH = 000000Y₁Y₀

MOV DX, 0FFE2 ; PORT B

CMP AL, AH

JE EE

JB LL

MOV AL, 77 ; E code

NEXT: OUT DX, AL

JMP BACK ; E code

EE: MOV AL, 79 ; E code

JMP NEXT ; L code

LL: MOV AL, 68 ; L code

JMP NEXT